

Listing of claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously presented) A method for conducting a wagering game and an associated progressive jackpot, wherein the wagering game is a multi-player wagering game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game indicia matches one of a plurality of a predetermined progressive jackpot winning patterns, the method comprising:

- receiving a deposit of an amount of a medium of currency by a player at a gaming unit;
- receiving input for a player's wager on an occurrence of the wagering game at an input device of the gaming unit;

- displaying the unique game array of game indicia for the player for the occurrence of the wagering game at a display device of the gaming unit;

- receiving the sequentially selected game indicia at the gaming unit;

- comparing the sequentially selected game indicia to the game indicia of the unique game array;

- determining that the player has won an interim pattern award for the occurrence of the wagering game if a pattern on the player's unique game array formed by game indicia on the player's unique game array matching sequentially selected indicia matches one of the plurality of the predetermined interim patterns;

- determining an interim pattern award for each one of the plurality of predetermined interim patterns matched by the player's unique game array;

- determining a total interim pattern award amount for the player corresponding to the sum of the individual interim pattern awards for the interim patterns matched on the player's unique game array;

providing a sleep time period for each one of the won interim pattern awards for the player to make a prize claiming input selection at the input device of the gaming unit to claim the corresponding interim pattern award amount; and

adding at least a portion of the total interim pattern award amount to a progressive jackpot pool if the player does not input at least one prize claiming input to claim at least one of the interim pattern awards within at least one of the sleep time periods.

2. (Original) A method for conducting a wagering game and an associated progressive jackpot in accordance with claim 1, wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

3. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 1, wherein the interim pattern award amount is a predetermined award amount corresponding to the interim pattern matched by the pattern on the player's unique game array.

4. (Currently Amended) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 1, comprising adding the total interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within any one of the sleep time periods.

5. (Previously presented) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 1, wherein the wagering game has a plurality of predetermined interim patterns each having a corresponding interim pattern award amount, the method comprising:

determining that the player has won at least one interim pattern award for the occurrence of the wagering game if at least one pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia matches one of the predetermined interim patterns;

determining a total interim pattern amount for the player equal to the greatest of the interim pattern award amounts corresponding to the predetermined interim patterns determined to be matched on the player's unique game array; and

adding the total interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the sleep time period.

6. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 1, comprising:

receiving a first batch of the sequentially selected game indicia at the gaming unit;

comparing the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

determining that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

determining a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

providing a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

storing the first interim pattern award amount if the player inputs the prize claiming input within the first sleep time period;

receiving a second batch of the sequentially selected game indicia at the gaming unit;

comparing the second batch of sequentially selected game indicia to the game indicia of the unique game array;

determining that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

determining a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array;

providing a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

adding the second interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the second sleep time period; and

awarding the first interim pattern award amount to the player if the player does not input the prize claiming input within the second sleep time period.

adding the total interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the sleep time period.

7. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 1, comprising:

receiving a first batch of the sequentially selected game indicia at the gaming unit;

comparing the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

determining that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

determining a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

providing a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

storing the first interim pattern award amount if the player inputs the prize claiming input within the first sleep time period;

receiving a second batch of the sequentially selected game indicia at the gaming unit;

comparing the second batch of sequentially selected game indicia to the game indicia of the unique game array;

determining that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

determining a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array;

providing a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

adding a progressive jackpot contribution equal to the second interim pattern award amount minus the first interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the second sleep time period and the second interim pattern award amount is greater than the first interim pattern award amount; and

awarding the first interim pattern award amount to the player if the player does not input the prize claiming input within the second sleep time period.

8. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 1, comprising:

receiving a first batch of the sequentially selected game indicia at the gaming unit;

comparing the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

determining that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

determining a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

determining that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches a second one of the predetermined interim patterns;

determining a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

providing a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;
adding the first interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the first sleep time period;
receiving a second batch of the sequentially selected game indicia at the gaming unit;
comparing the second batch of sequentially selected game indicia to the game indicia of the unique game array;
determining that the player has won the second interim pattern award for the occurrence of the wagering game;
determining the second interim pattern award amount for the player;
providing a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount; and
awarding the second interim pattern award amount to the player if the player inputs the prize claiming input within the second sleep time period.

9. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 1, comprising:

receiving a first batch of the sequentially selected game indicia at the gaming unit;
comparing the first batch of the sequentially selected game indicia to the game indicia of the unique game array;
determining that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;
determining a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;
determining that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches a second one of the predetermined interim patterns;

determining a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

providing a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

receiving a second batch of the sequentially selected game indicia at the gaming unit;

comparing the second batch of sequentially selected game indicia to the game indicia of the unique game array;

determining that the player has won the second interim pattern award for the occurrence of the wagering game;

determining the second interim pattern award amount for the player;

providing a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

adding a progressive jackpot contribution equal to the first interim pattern award amount minus the second interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the first sleep time period and the first interim pattern award amount is greater than the second interim pattern award amount; and

awarding the second interim pattern award amount to the player if the player inputs the prize claiming input within the second sleep time period.

10. (Previously Presented) A method for conducting a wagering game and an associated progressive jackpot, wherein the wagering game is a multi-player wagering game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game

indicia matches one of a plurality of predetermined progressive jackpot winning patterns, the method comprising:

- providing a currency-accepting mechanism at a gaming unit for receiving a deposit of an amount of a medium of currency by a player at the gaming unit;

- providing an input device for receiving input for a player's wager on an occurrence of the wagering game at the gaming unit;

- providing a display device for displaying the unique game array of game indicia for the player for the occurrence of the wagering game at the gaming unit;

- configuring the gaming unit to receive the sequentially selected game indicia at the gaming unit;

- configuring the gaming unit to compare the sequentially selected game indicia to the game indicia of the unique game array;

- configuring the gaming unit to determine that the player has won at least one interim pattern award for the occurrence of the wagering game if a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia matches one of the plurality of the predetermined interim patterns;

- configuring the gaming unit to determine a total interim pattern award amount for the player corresponding to the sum of individual interim pattern awards for the interim patterns matched on the player's unique game array;

- configuring the gaming unit to provide a sleep time period for each one of the won interim pattern awards for the player to make a prize claiming input selection at the input device of the gaming unit to claim the corresponding interim pattern award amount; and

- configuring the gaming unit to transmit a message to a progressive jackpot network computer to add at least a portion of the total interim pattern award amount to a progressive jackpot pool if the player does not input at least one prize claiming input within at least one of the sleep time periods.

11. (Original) A method for conducting a wagering game and an associated progressive jackpot in accordance with claim 10, wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

12. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 10, wherein the interim pattern award amount is a predetermined award amount corresponding to the interim pattern matched by the pattern on the player's unique game array.

13. (Canceled)

14. (Previously presented) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 10, wherein the wagering game has a plurality of predetermined interim patterns each having a corresponding interim pattern award amount, the method comprising:

- configuring the gaming unit to determine that the player has won at least one interim pattern award for the occurrence of the wagering game if at least one pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia matches one of the predetermined interim patterns;

- configuring the gaming unit to determine a total interim pattern amount for the player equal to the greatest of the interim pattern award amounts corresponding to the predetermined interim patterns determined to be matched on the player's unique game array; and

- configuring the gaming unit to transmit a message to a progressive jackpot network computer to add the total interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the sleep time period.

15. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 10, comprising:

- configuring the gaming unit to receive a first batch of the sequentially selected game indicia at the gaming unit;

- configuring the gaming unit to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

- configuring the gaming unit to determine that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game

array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

configuring the gaming unit to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

configuring the gaming unit to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

configuring the gaming unit to store the first interim pattern award amount if the player inputs the prize claiming input within the first sleep time period;

configuring the gaming unit to receive a second batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

configuring the gaming unit to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array;

configuring the gaming unit to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot network computer to add the second interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the second sleep time period; and

configuring the gaming unit to award the first interim pattern award amount to the player if the player does not input the prize claiming input within the second sleep time period.

16. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 10, comprising:

configuring the gaming unit to receive a first batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

configuring the gaming unit to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

configuring the gaming unit to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

configuring the gaming unit to store the first interim pattern award amount if the player inputs the prize claiming input within the first sleep time period;

configuring the gaming unit to receive a second batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

configuring the gaming unit to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array;

configuring the gaming unit to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the second interim pattern award

amount minus the first interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the second sleep time period and the second interim pattern award amount is greater than the first interim pattern award amount; and
configuring the gaming unit to award the first interim pattern award amount to the player if the player does not input the prize claiming input within the second sleep time period.

17. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 10, comprising:

- configuring the gaming unit to receive a first batch of the sequentially selected game indicia at the gaming unit;

- configuring the gaming unit to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

- configuring the gaming unit to determine that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

- configuring the gaming unit to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

- configuring the gaming unit to determine that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches a second one of the predetermined interim patterns;

- configuring the gaming unit to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

- configuring the gaming unit to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot network computer to add the first interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the first sleep time period;

configuring the gaming unit to receive a second batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won the second interim pattern award for the occurrence of the wagering game;

configuring the gaming unit to determine the second interim pattern award amount for the player;

configuring the gaming unit to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount; and

configuring the gaming unit to award the second interim pattern award amount to the player if the player inputs the prize claiming input within the second sleep time period.

18. (Original) A method for conducting a wagering game and associated progressive jackpot in accordance with claim 10, comprising:

configuring the gaming unit to receive a first batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won a first interim pattern award for the occurrence of the wagering game if a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

configuring the gaming unit to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

configuring the gaming unit to determine that the player has won a second interim pattern award for the occurrence of the wagering game if a second pattern on the player's unique game

array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches a second one of the predetermined interim patterns;

configuring the gaming unit to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

configuring the gaming unit to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

configuring the gaming unit to receive a second batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won the second interim pattern award for the occurrence of the wagering game;

configuring the gaming unit to determine the second interim pattern award amount for the player;

configuring the gaming unit to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the first interim pattern award amount minus the second interim pattern award amount to the progressive jackpot pool if the player does not input the prize claiming input within the first sleep time period and the first interim pattern award amount is greater than the second interim pattern award amount; and

configuring the gaming unit to award the second interim pattern award amount to the player if the player inputs the prize claiming input within the second sleep time period.

19-28. (Canceled)

29. (Previously presented) A gaming unit for conducting a wagering game and an associated progressive jackpot in a gaming network having a network computer and a plurality of gaming

units, wherein the wagering game is a multi-player wagering game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game indicia matches one of a plurality of the predetermined progressive jackpot winning patterns, the gaming unit comprising:

- an input device for inputting a plurality of input selections;
- a display device;
- a gaming unit memory device;
- a currency-accepting mechanism that is capable of allowing a player to deposit a medium of currency;

- a value-dispensing mechanism that is capable of dispensing value to the player;
- a gaming unit controller operatively coupled to the input device, the display device, the gaming unit memory device, the currency-accepting mechanism, and the value-dispensing mechanism,

- the gaming unit controller being programmed to allow the currency-accepting mechanism to accept a deposit of an amount of a medium of currency by a player at the gaming unit,

- the gaming unit controller being programmed to allow the input device to receive input for a player's wager on an occurrence of the wagering game at the input device,

- the gaming unit controller being programmed to cause the display device to display the unique game array of game indicia for the player for the occurrence of the wagering game at a display device of the gaming unit,

- the gaming unit controller being programmed to receive the sequentially selected game indicia at the gaming unit,

- the gaming unit controller being programmed to compare the sequentially selected game indicia to the game indicia of the unique game array,

the gaming unit controller being programmed to determine that the player has won at least one interim pattern award for the occurrence of the wagering game in response to determining that a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia matches one of the plurality of the predetermined interim patterns;

the gaming unit controller being programmed to determine a total interim pattern award amount for the player corresponding to the sum of individual interim pattern awards for the interim patterns matched on the player's unique game array;

the gaming unit controller being programmed to provide a sleep time period for each one of the won interim pattern awards for the player to make a prize claiming input selection at the input device of the gaming unit to claim the corresponding interim pattern award amount; and

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add at least a portion of the total interim pattern award amount to a progressive jackpot pool in response to not detecting input by the player within at least one of the sleep time periods.

30. (Original) A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 29, wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined number of sequentially selected game indicia.

31. (Original) A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein the interim pattern award amount is a predetermined award amount corresponding to the interim pattern matched by the pattern on the player's unique game array.

32. (Original) A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein the wagering game has a plurality of predetermined interim patterns each having a corresponding interim pattern award amount, the gaming unit controller being programmed to determine that the player has won at least one

interim pattern award for the occurrence of the wagering game in response to determining that at least one pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia matches one of the predetermined interim patterns, the gaming unit controller being programmed to determine a total interim pattern award amount for the player equal to the sum of the interim pattern award amounts corresponding to the predetermined interim patterns determined to be matched on the player's unique game array, and the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add the total interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the sleep time period.

33. (Original) A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein the wagering game has a plurality of predetermined interim patterns each having a corresponding interim pattern award amount, the gaming unit controller being programmed to determine that the player has won at least one interim pattern award for the occurrence of the wagering game in response to determining that at least one pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia matches one of the predetermined interim patterns; the gaming unit controller being programmed to determine a total interim pattern award amount for the player equal to the greatest of the interim pattern award amounts corresponding to the predetermined interim patterns determined to be matched on the player's unique game array; and

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add the total interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the sleep time period.

34. (Original) A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won a first interim pattern award for the occurrence of the wagering game in response to determining that a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

the gaming unit controller being programmed to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

the gaming unit controller being programmed to cause the gaming unit memory device to store the first interim pattern award amount in response to detecting input by the player within the first sleep time period;

the gaming unit controller being programmed to receive a second batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won a second interim pattern award for the occurrence of the wagering game in response to determining that a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array;

the gaming unit controller being programmed to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add the second interim pattern award amount to the progressive

jackpot pool in response to not detecting input by the player within the second sleep time period;
and

the gaming unit controller being programmed to cause the value-dispensing mechanism to dispense the first interim pattern award amount to the player in response to not detecting input by the player within the second sleep time period.

35. (Original) A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won a first interim pattern award for the occurrence of the wagering game in response to determining that a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

the gaming unit controller being programmed to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

the gaming unit controller being programmed to cause the gaming unit memory device to store the first interim pattern award amount in response to detecting input by the player within the first sleep time period;

the gaming unit controller being programmed to receive a second batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won a second interim pattern award for the occurrence of the wagering game in response to determining

that a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array;

the gaming unit controller being programmed to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the second interim pattern award amount minus the first interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the second sleep time period and determining that the second interim pattern award amount is greater than the first interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing mechanism to dispense the first interim pattern award amount to the player in response to not detecting input by the player within the second sleep time period.

36. (Original) A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won a first interim pattern award for the occurrence of the wagering game in response to determining that a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

the gaming unit controller being programmed to determine that the player has won a second interim pattern award for the occurrence of the wagering game in response to determining that a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches a second one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

the gaming unit control unit being programmed to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add the first interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the first sleep time period;

the gaming unit controller being programmed to receive a second batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won the second interim pattern award for the occurrence of the wagering game;

the gaming unit controller being programmed to determine the second interim pattern award amount for the player;

the gaming unit controller being programmed to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing mechanism to dispense the second interim pattern award amount to the player in response to detecting input by the player within the second sleep time period.

37. (Original) A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won a first interim pattern award for the occurrence of the wagering game in response to determining that a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

the gaming unit controller being programmed to determine that the player has won a second interim pattern award for the occurrence of the wagering game in response to determining that a second pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches a second one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

the gaming unit control unit being programmed to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

the gaming unit controller being programmed to receive a second batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the second batch of sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won the second interim pattern award for the occurrence of the wagering game;

the gaming unit controller being programmed to determine the second interim pattern award amount for the player;

the gaming unit controller being programmed to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the first interim pattern award amount minus the second interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the second sleep time period and determining that the first interim pattern award amount is greater than the second interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing mechanism to dispense the second interim pattern award amount to the player in response to detecting input by the player within the second sleep time period.

38-42. (Canceled)

43. (Previously presented) A computer readable medium including computer program code for performing the method recited in claim 1.